English Talent

MANAGER HANDBOOK

Written by Lord Edward English the First

"A Manager is only as powerful as his band."

Woolsey Fan Company

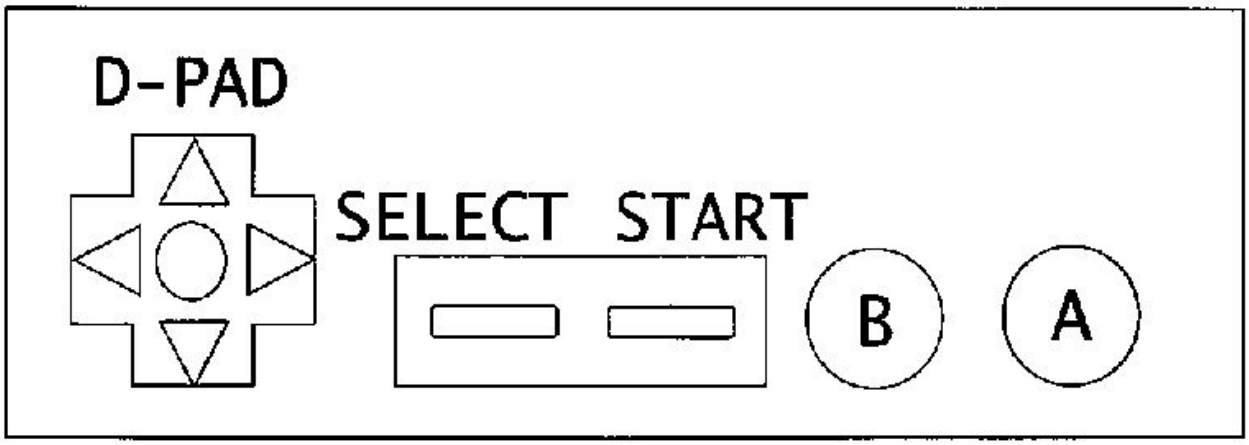
(C) 2019

Welcome, fresh recruit! My name is Edmund English, but I am known throughout all of Brighton as Lord English. I am owner of English Talent, Brighton's most popular and successful talent agency.

First off, thank you applying for the position of manager within English Talent. We always are in need of staffing, as we have many talented groups that are in need of managing.

This handbook will teach you everything you need to be a successful manager under our company. We hope that with the knowledge you garner from here and that you gain in the field, you'll be able to make your band into a huge success!

CONTROLS



A BUTTON - CONFIRM/OPEN MENU

B BUTTON - DECLINE/CLOSE MENU

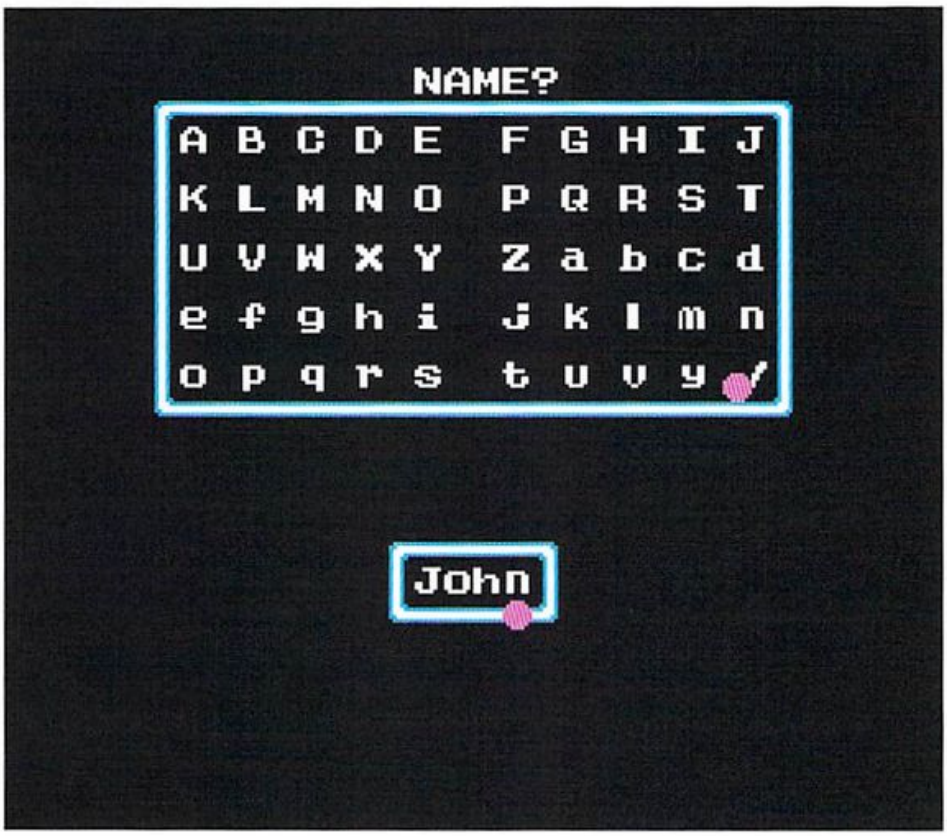
D-PAD - MOVE PLAYER/SELECT OPTION

START - SELECT OPTION (TITLE SCREEN)

- OPEN STATUS MENU

SELECT - CHANGE OPTION (TITLE SCREEN)

GETTING STARTED

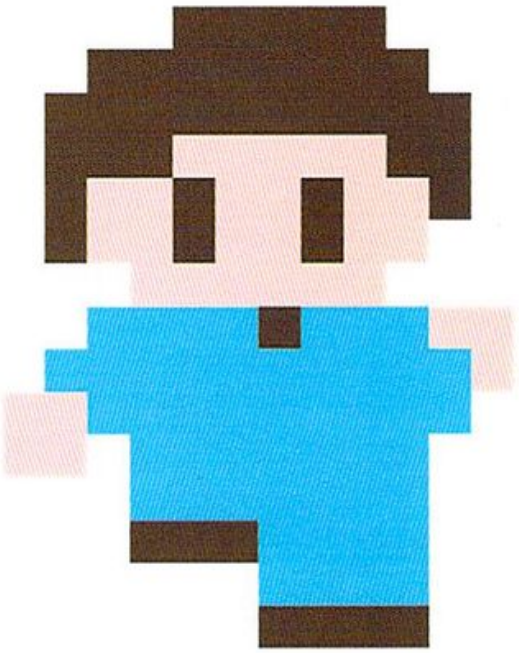


In order to start your job as Manager of a band, you'll first need to tell us your name! Move the cursor (the little pink dot) over to the letter you want to enter, then press the A Button to add it to your name. You can only enter the first four letters, however. Anything more won't fit on your name card! When you've entered in all the letters, press the A Button over the "check mark" symbol to begin your job!

If you don't care what we are to call you, or you wish to remain anonymous, then go ahead and select the "Check" symbol with nothing entered as your name and we'll come up with something.

HOW TO BE A GOOD MANAGER
KNOW THYSELF

The first step to being a good Manager is to have a good understanding of yourself! That is, how you'll function out in the business world. You need to be familiar with important facts about yourself, like your HP, MP, and BEAR power. This knowledge will prove vital when you must stand your ground against unfriendly acquaintances.



A depiction of a common Manager not unlike yourself.

HP: These are your "Hit Points", a measure of your self-esteem. An enemy's mean words or rude behavior will lower this, and if your HP drops below 1, you're toast!

MP: These are your "Managic Points". You use these to use your Managic powers (See the Managic page for more information).

TALK: Your talk stat, or "TALKing Power", determines how effective your kind words will be in battle.

BEAR: This your "BEARing Power", or ability to bear others' rudeness. This higher this is, the less effective other people's rudeness will be on you!

HOW TO BE A GOOD MANAGER
KNOW THY BAND

Your band could consist of young girls just like these fine three!.

Remember this law, the immortal motto of English Talent: *A Manager is only as powerful as his band!* You must understand everything about your band before you can lead them to success. Know their preferences, their skills, their charm, and how stressful they feel. Below is a list of everything you should know.

Charm: The Charm stat measures how much your band will appeal to audiences. If it's not high, people just won't care about them. Raise the band's charm, and you'll find it much easier to win over the crowd in concerts. Equipping the girls with fancier Dresses, Make-Up, Shoes, and Mics will raise their Charm.

PP: "Popularity Points" is a measure of how Popular your band is. The most people you and your band make your fans, the more Popular your band is. Gain enough Popularity, and your and your band's Level will increase!

HOW TO BE A GOOD MANAGER

KNOW THY BAND

An example of the window displaying a band's current Stress levels.

Stress: Think you have it rough as a Manager? Try being your talent! They have to put up with all manner of stressful problems like rude people who insult them, or getting thirsty while traveling around. Whenever you open a menu or enter a shop, you'll be able to see a window that displays your bands's current Stress levels. Always be ready to relieve your band's Stress, whatever that make take. Below are list of common stressors, and how you as a Manager need to deal with them.

DEALING WITH STRESS

The most common causes of Stress, as reported by the BBR (Brighton Bureau of Research) are..

1. VERBAL ABUSE

Some people in this world are just out to make others feel miserable. Your band members may experience this firsthand if they encounter them. Rude people could call your band members "dumb", "fat", or "ugly"! These insults are guaranteed to make your talent feel awful. There's nothing you can do to stop this other than use your kindness to deter them.

HOW TO BE A GOOD MANAGER
DEALING WITH STRESS

2. RET (Randomly Encountered Thirst)

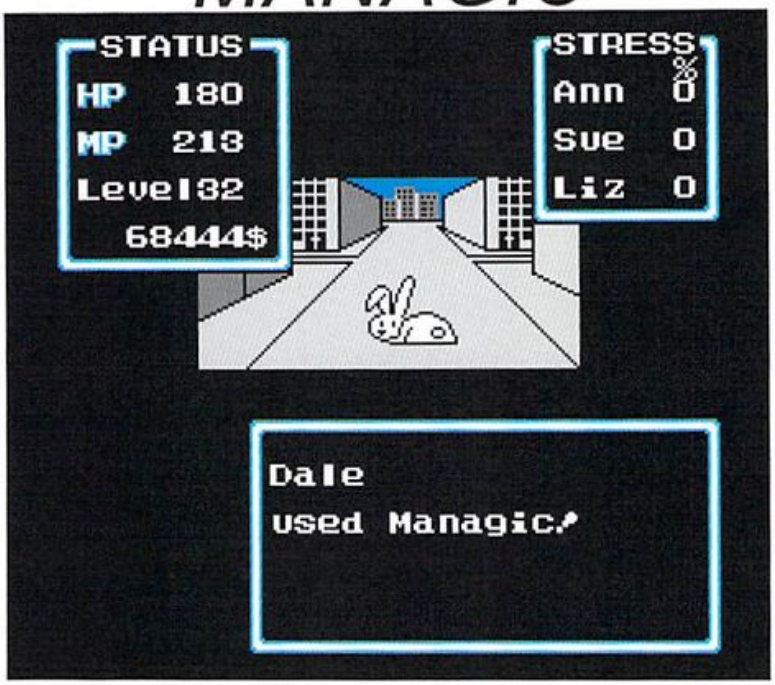
Trekking around the country, your band members are bound to get thirsty. You ever tried to concentrate on anything when all you can think about is water? For you band members, having to keep working when thirsty must be very stressful. So stressful, in fact, that with every step their Stress levels will increase! This is why you must always remember to pack some Water with you when you go on your trip. You can almost always pick up some Water Bottles for cheap at your local Namco-Mart. You are also free to use the Water Fountains that come standard at every Nintendington department store.

3. SSS (Starlet Snobbishism Syndrome)

Ever heard of the phrase, "absolute power corrupts absolutely"? Well, this only slightly connects to a mysterious phenomenon that happens to many rising stars. When they rise in significance, so does their perception of their significance. This results in them believing they should be held to a higher standard than other people. Symptoms of this materialize in only accepting more expensive types of food, or more expensive hotel rooms. You, as a Manager, need to be aware that this will likely happen to your talent. Unfortunately, unless you're trained in counseling, there's nothing you can do to prevent this. Therefore you must be wise and know that as your Level gets higher, you'll need to start buying more expensive food for your band, and spend more money on the hotel rooms you stay at. For a new Manager, I'd say a band's standards will change about every 10-ish Levels, give or take one or two.

HOW TO BE A GOOD MANAGER

MANAGIC



The ability that seperates the best Managers from the rest is their proficiency in what is known in the industry as "Managic", a.k.a. managerial magic. The ability's name is often shorthanded to MNG, so you'll need to remember that acronym. Your Managic allows you to perform unbelievable feats which make your job easier. In order to use these powers, you'll need to have raised your Managic level to learn them, and have enough MP (Managic Points) to "cast" them. Some of the jerks of the world may also use curse words to give you the HEX! If you've been hit with the HEX, you'll be unable to use Managic, so beware! Below are some common MNG you'll need to know!

Zuum: Allows you and your band to "warp" to just about anywhere in the world!

Ease: Use on yourself to refill your HP a little bit.

Nyce: Unleashes a blast of kindness of about 40-60 "damage".

Acwa: Relieves your band members of their thirst.

HOW TO BE A GOOD MANAGER
TOOLS OF THE TRADE

You won't make your band famous with nothing but the clothes on your back! You'll need to make good use of many items to do your job. You'll find these items in all sorts of places, like Namco-Mart, the Nintendington department store, random spots in the wilderness, and even caves! Below are just a couple of useful items!

Burger: Eat this to recover about 10 HP!

Water: Give to a member of your band to quench their thirst!

Healthy Drink: Drink this to cure yourself of the HEX!

Warp Ring: Use this anytime, anywhere to instantly travel to English Talent!

Butter Sword: Use this to "butter up" an enemy for about 20-30 "damage"!

S-Cape: The S stands for "See-yuh!", because using this allows you to escape battles instantly! They only work once before you need a new one.

HOW TO BE A GOOD MANAGER
PUTTING ON A SHOW

This is where all your preparation and training pays off. Your band must do what it was made to do, which is perform! You can put on concerts at any Town Hall, or even at your local department store! If you decide to hold a concert at a town hall, bear in mind that you will have to pay the venue usage fee of $5000.

Your goal in a concert is to win over the crowd. This means you'll have to have your band perform songs and skits to make them happy. Doing effective Songs or Skits will earn your band AP (Audience Points), and when you get enough AP, you'll have completely won the audience over! You can also try having your band interact with the band using the TALK command, which could just net you that last AP you need to win.

Bear in mind that concerts can last only so long. Your Show Time is displayed up above the stage, and will count down every second. If it reaches 0 before you've won over the audience, you'll fail the concert and be sent back to us.

HOW TO BE A GOOD MANAGER
PUTTING ON A SHOW

According to my research[1] and experience, the best way I have found for a band to win a concert is to alternate between performing their latest Songs and Skits (ex. Song #8, Skit #8, Song #7, and so forth). This aside, here's a few things to avoid about concerts:

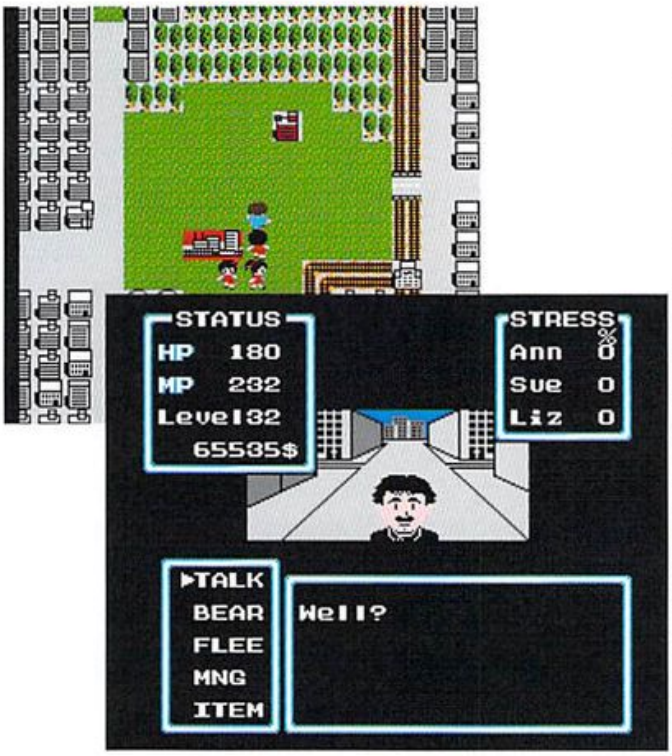
Repetition: The audience won't like it if you play a song or do a skit twice in a row. They've already heard it, so why'd they want to hear it again? If you are having to "double-up" on songs, you're not ready for a concert.

Too Much Chatter: This is probably obvious, but the audience didn't come just to hear you talk to them. They came to watch you perform, so use TALK sparingly!

Don't Perform Right Away: A common mistake among inexperience Managers is that they try out a concert early on. You need to raise your Level at least 10, with more than 1 or 2 songs/skits in your arsenal. Be patient! Build your popularity and skills first, and try concerts when you're well prepared.

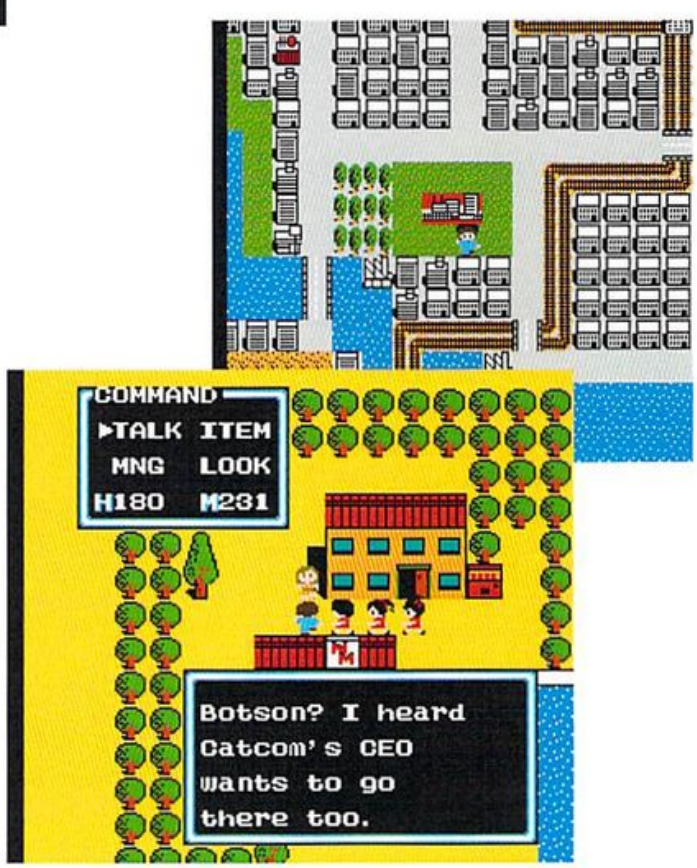
Source (1): https://gamefaqs.gamespot.com/nes/579444-lasalle-ishii-no-childs-quest/faqs/67554

STARTING OUT RIGHT



When you first start your job, you may be confused, wondering what you ought to do first. The first order of business is to leave our office's town, Melville, and go make some fans. TALK using your words, earn some money, and be careful not to let your HP drop below 1! After one or two encounters, you'll have enough money to head back into Melville and buy some useful items. Also feel free to stop by English Talent's room on the ground floor to recieve a free HP and MP refill at no cost! Once you've gotten to about Level 3, and have enough items, start venturing out to the east.

The town in New Yorik you should stop by next is Arbony. Here you'll find many of the same shops that were in Melville. One important note about the shops here is that the Namco-Mart has a Butter Sword you can buy for roughly $9400. This item will prove to be an immense aid to you in traveling around New Yorik. When used in battle, it'll make just about any enemy you come across a fan in a single blow! If you have the funds, be sure to purchase it. Also located near Arbony is the game company Catcom, which I'm sure will be of some use to you on the job. I know the CEO, who used to live in up in Denber.



TIPS AND TRICKS

The job of a Manager requires you to juggle a variety of tasks in order to make your band famous. You'll never know what you'll need to know or do next. Here's a list of helpful information that you may one day find a use for.

- There exists a legendary item known as the Magic Paint. When applied to boats, it allows them to sail anywhere in the world. To make it, you'll need to gather the seven colored Paints (Red, Orange, Yellow, Green, Blue, Indigo, and Violet) and take them to a special shop somewhere in New Yorik.
- Knowing some good triva may prove vital to your success. You could be asked about anything from the 3 "B"s of music to random dog facts! Keep a decent storage of trivia in your brain, or know a good place you can look up information!
- As you travel the country with your band, you'll often come across other people who are dealing with problems of their own. Being a Manager means not just being kind to your enemies, but your neighbors as well! Therefore, you should try your best to help out the people you come across. You never know; they may just pay you back!
- A good Manager knows when to rest just as well as when to work hard! If you find yourself needing a break, head back to our English Talent offices in Melville, New Yorik, and see Lord Irish on the first floor. He'll give you a special code called a "password" you can enter so you can come back to your job later.
- As your band gets more famous, people may treat them differently! You'll know they're more famous as their level gets higher. Once it's high enough, some folks may just help you out! It's usually people found in houses, though. I know a famous composer in Yutica, New Yorik, who always teaches our more successful bands powerful Songs, for example.
- You need to know your own strength! If you find people to be far too rude for you to defeat in an area, then turn back. Spend some time practicing your kindness on those who are tough, but not impossible to please. Being patient and growing your power will help you and your band in the long run.

THANK YOU FOR WORKING IN ENGLISH TALENT

We of English Talent are proud to have you as a member of our team. We hope that with your aid, we can continue to provide the world with quality entertainment. On behalf of my colleagues, I thank you. I wish you luck with your talent, and hope that you grow a strong bond with your band. May the light of the RNG shine on you forever.

With all sincerity,

English Talent Staff

CEO/Founder: Lord Edward P. English the First

Co-Founder: Lady Eleanor Castile English

Executives:

Lord Garrison Rickard Irish

Lord Wallace William Scottish

Lord Glen Dower Welsh

IF YOU LIKE STARDOM WARRIORS...

If you enjoyed playing Stardom Warriors, also check out...

POP STAR DEBUT

Pop Star Debut is a hilarious and wacky text adventure for your Nintendo Entertainment System. It stars a young girl named Sabrina Seltzer who dreams of becoming a world-famous pop star. Things start out innocent enough as she gathers friends at the request of the "showbiz expert" Adrian Belmonde. Then, the story takes a drastic turn as an entertainment overlord known as the Pop Czar appears to oppose her. Full of twists, turns, jokes, references, and magic powers, this text adventure makes for a truly unforgettable experience.

You can find the IPS patch for this Woolsey Fan Company localization at the site Romhacking.net, the very same where you presumably got this handbook. You'll need to patch the "Pop Star Debut (USA).ips" to the Japanese ROM "Idol Hakkenden". Make sure you download the correct patch, which is the one by "Woolsey Fan Company". Link below:

http://www.romhacking.net/translations/4972/

CREDITS

TRANSLATION/LOCALIZATION: Polinym

SPRITE DESIGN (USA VERSION): Polinym

ORIGINAL S.W. BAND ART: Mareeta776*

CREATIVE DEPARTMENT: Polinym / Mareeta776*

W.F.C Would Like To Thank...

LaSalle Ishii

All former members of CHILDS

The W.F.C. is not sponsored, endorsed, or affiliated with translator Ted Woolsey in any way.

Polinym
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*As of this publication, Mareeta776 is not an official member of the Woolsey Fan Company, does not have a RHDN account, and was not a major part of the development of this localization. For information regarding Mareeta, contact Polinym at Romhacking.net instead.

NOTES